**Marvel Augmented Reality – Activity #1**

This technology is not yet available so I couldn’t personally try it out, however the potential implications for education of Marvel AR persuaded me to read more about it.

**Devices used for operation** – Android/iOS tablets

**How it is operated** – Use the tablet to uncover extra content by placing it over top the physical comic book. The lens picks up points of recognition in the comic book and augments the image that you are looking at through the tablet.

**What it does** – Shows information similar to the bonus features on dvds such as 3D images, Marvel editors and writers taking the viewer through the process, and looking at the art development from pencil to the final image,

**Implications for education** – Art: comic book drawings are studied which makes the app demonstrating the artistic process of the development of the image helpful for describing the layering techniques. English/LA: there is an increase of different media that are studied which makes the app demonstrating the writing process of the story development helpful for informative as well as engaging purposes.

**Resource:**

Andrici, M. (2012, March 13). Marvel reveals augmented reality app, dubs it ‘Marvel AR’. Retrieved from <http://www.androidauthority.com/marvel-ar-app-iron-man-android-62873/>